LISTING OF THE CLAIMS

This listing of claims will replace all prior versions and listings of the claims in this application:

1. (Previously presented) A method for enabling a computer to manage communication over a network between the computer and a plurality of physical devices, comprising the steps of:

opening a framework for one or more network addressable unit objects with a network addressable unit dispatch object within the computer;

creating one or more virtual line replaceable units in a network addressable unit within the computer for one or more physical devices;

managing communication between a transaction dispatcher and one or more physical devices through a message processor with the one or more virtual line replaceable units within the computer; and

communicating network messages through the network addressable unit dispatch object to the message processor within the computer to the one or more physical devices.

2. (Previously presented) The method as recited in Claim 1, wherein the network addressable unit dispatch object performs the step of tracking messages to the one or more physical devices utilizing a queue.

3. (Previously presented) The method as recited in Claim 1, wherein the network addressable unit dispatch object performs the step of tracking messages from the one or more physical devices utilizing a queue.

4. (Previously presented) The method as recited in Claim 1, wherein the message processor performs the step of converting messages from a first format to a second format.

5. (Previously presented) The method as recited in Claim 1, wherein a virtual line replaceable unit performs the step of maintaining the status of related devices.

6. (Previously presented) The method as recited in Claim 1, wherein the network addressable unit dispatch object performs the step of adding and removing one or more virtual line replaceable units.

7. (Previously presented) The method as recited in Claim 1, wherein the network addressable unit objects perform the step of moving data from one storage location to another.

8. (Previously presented) A system for controlling a passenger entertainment system, including a system server for managing communication over a network between the system server and a plurality of physical devices to control one or more aspects of the passenger entertainment system, comprising:

the system server comprising software for creating a network addressable unit dispatch object to open a framework for one or more network addressable unit objects;

the system server comprising software for creating one or more virtual line replaceable unit objects in a network addressable unit for one or more physical devices to manage communication between a transaction dispatcher and the one or more physical devices through a message processor; and

the system server comprising software for communicating network messages through the network addressable unit dispatch object to the message processor to

the one or more physical devices to control one or more aspects of the passenger entertainment system.

9. (Previously presented) The system as recited in Claim 8, wherein the network addressable unit dispatch object tracks messages to the one or more physical devices utilizing a queue.

10. (Previously presented) The system as recited in Claim 8, wherein the network addressable unit dispatch object tracks messages from the one or more physical devices utilizing a queue.

11. (Previously presented) The system as recited in Claim 8, wherein the message processor converts messages from a first format to a second format.

12. (Previously presented) The system as recited in Claim 8, wherein a virtual line replaceable unit maintains the status of related devices.

13. (Previously presented) The system as recited in Claim 8, wherein the network addressable unit dispatch object adds and removes one or more virtual line replaceable units.

14. (Previously presented) The system as recited in Claim 8, wherein the network addressable unit objects move data from one storage location to another.

Claims 15-20 (Cancelled)

21. (Previously presented) A passenger entertainment system comprising a plurality of line replaceable units for performing entertainment and passenger and operator control functions, a primary access terminal for providing an operator interface to the passenger entertainment system, and a cabin file server for processing passenger transactions said primary access terminal and said cabin file

server each having a control center common executive said control center common executive further comprising:

a message processor for moving messages to and from the line replaceable units and for translating messages from the line replaceable units into a common format;

one or more network addressable units connected to the message processor for routing common format messages to and from the message processor said one or more network addressable units each comprising a network addressable unit (NAU) dispatcher;

a transaction dispatcher connected to the one or more network addressable units for managing communication to and from the network addressable units; and

wherein the network addressable unit dispatcher opens communications between the message processor and the transaction dispatcher and creates a virtual line replaceable unit (VLRU) for one of the plurality of line replaceable units.

22. (Previously presented) The passenger entertainment system of claim 21 wherein the network addressable unit dispatcher further comprises:

session threads that are started for each virtual line replaceable unit; and

named pipes that are opened between the message processor, the session threads, and the transaction dispatcher to manage input and output between them.

23. (Previously presented) The passenger entertainment system of claim 22, wherein the network addressable unit dispatcher further comprises:

a message processor right thread that waits for incoming messages from the message processor, looks up a VLRU name and a NAU object ID when a message is received, stores the message and the ID in message processor right queues, and wherein the session threads use the ID to decide which VLRU needs to be processed; and

a message processor left thread that waits for outgoing for the message processor, reads message and a NAU object ID from message processor left queues, and outputs the message via a named pipe.

24. (Previously presented) The passenger entertainment system of claim 22, wherein the network addressable unit dispatcher further comprises:

a transaction processor left thread that waits for incoming messages from the transaction dispatcher, looks up a VLRU name and a NAU object ID when a message is received, stores the message and the ID in transaction dispatcher left queues, and wherein the session threads use the ID to decide which VLRU needs to be processed; and

a transaction dispatcher right thread that waits for outgoing messages for the transaction dispatcher, reads the message and a NAU object ID from transaction dispatcher right queues, and outputs the message via a named pipe.